This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1.   (currently amended) A method for training a trainee to assign to a media entity at least one value corresponding to at least one fundamental property <u>of a plurality of fundamental properties</u> of the type of media entity <u>via a computing device</u>, comprising:

rendering definitional classification information to the trainee to educate the trainee as to the nature of said [at least one] <u>plurality of</u> fundamental <u>properties</u> [property];

[first assigning by at least one expert at least one expert-assigned value to said at least one fundamental property of the media entity;

second assigning by said trainee] <u>receiving by the computing device</u> at least one trainee-assigned value <u>corresponding</u> to said at least one fundamental property <u>of the plurality of fundamental properties</u> of the media entity after said rendering, said at least one trainee-assigned value equal in number to [[said]] at least one expert-assigned value <u>assigned to said at least one fundamental property of said plurality of fundamental properties of the media entity by at least one expert</u>;

comparing <u>by the computing device</u> the at least one trainee-assigned <u>value</u> [values] to the corresponding at least one expert-assigned <u>value</u> [values]; and

determining based on said comparing a first group of said at least one <u>fundamental property of the plurality of</u> fundamental properties for which said trainee is qualified to code values for new media entities.

2.   (currently amended) The method for training according to claim 1, wherein said comparing includes comparing, value by value, the at least one trainee-assigned <u>value</u> [values] to the corresponding at least one expert-assigned <u>value</u> [values].

3.   (currently amended) The method for training according to claim 1, further including determining based on said comparing a second group of said at least one <u>fundamental property of the plurality of</u> fundamental properties for which said trainee is not qualified to code values for new media entities.

4.   (currently amended) The method for training according to claim 3, further including redoing the rendering, <u>receiving</u> [first assigning, second assigning], comparing and determining for fundamental properties of the second group until all properties in said second group are in said first group.

5.   (original) The method for training according to claim 4, wherein when all fundamental properties are in said first group, said trainee is a groover for all fundamental properties.

6.   (original) The method for training according to claim 1, wherein the media entities are one of songs and song segments.

7.   (original) The method for training according to claim 6, wherein said definitional information includes definitional information about rhythm, zing and mood.

8.   (original) The method according to claim 7, wherein said definitional information for rhythm comprises definitional information for tempo, a time signature, rhythm description, rhythm type and rhythmic activity.

9.   (original) The method according to claim 7, wherein said definitional information for zing comprises definitional information for consonance, density, melodic movement and weight.

10.   (original) The method according to claim 7, wherein said definitional information for mood comprises definitional information for emotional intensity, mood and mood description.

11.   (original) The method for training according to claim 1, wherein said rendering includes rendering said definitional classification information to the trainee via the Web.

12.   (currently amended) The method for training according to claim 1, wherein said comparing includes performing statistical analysis on said at least one trainee-assigned <u>value</u> [values] and said at least one expert-assigned <u>value</u> [values].

13.   (currently amended) The method for training according to claim 12, wherein said comparing includes calculating correlations between said at least one trainee-assigned <u>value</u> [values] and said at least one expert-assigned <u>value</u> [values].

14.   (currently amended) The method for training according to claim 6, wherein said comparing includes at least one of 1) taking a batch of songs and calculating correlation scores across a set of specified fundamental properties, 2) taking a batch of songs and calculating the percentage of songs in which the <u>at least one</u> expert [raters] and <u>the</u> trainee are within plus/minus one classification scaling from each other across a set of specified fundamental properties and 3) examining song-by-song every property for that song, with co-listening and discussion of what is heard via the definition parameters provided for each fundamental property.

15.   (original) The method for training according to claim 6, wherein said comparing includes at least one of comparing with a statistical analysis and comparing with a non-statistical analysis.

16.   (currently amended) The method for training according to claim 1, wherein said trainee is authorized to code new media entities for said first group of said at least one <u>fundamental property of the plurality of</u> fundamental properties.

17.   (currently amended) The method for training according to claim 6, wherein said

rendering of said definitional information includes rendering at least one of a song segment

and song to said trainee, said at least one of a song segment and song serving as at least one

example of said at least one fundamental property of said plurality of fundamental properties.

18.   (currently amended) The method for training according to claim 17, wherein said

[example] at least one of a song segment and song [songs] are selected from a playlist

generating engine capable of matching songs to the at least one fundamental property of said

plurality of fundamental properties.

19.   (original) A computer readable medium bearing computer executable instructions for

carrying out the method of claim 1.

20.   (original) A modulated data signal carrying computer executable instructions for

performing the method of claim 1.

21.   (currently amended) A computing device comprising:

        means for rendering definitional classification information to a trainee to educate the

trainee about a plurality of fundamental properties associated with a type of media entity;

        means for receiving by the computing device at least one trainee-assigned value

corresponding to said at least one fundamental property of the plurality of fundamental

properties of the media entity, said at least one trainee-assigned value equal in number to at

least one expert-assigned value assigned to said at least one fundamental property of the

plurality of fundamental properties of the media entity by at least one expert;

        means for comparing by the computing device the at least one trainee-assigned value

to the corresponding at least one expert-assigned value; and

means for determining based on at least one output from said means for comparing a group of said at least one fundamental property of said plurality of fundamental properties for which said trainee is qualified to code values for new media entities [performing the method of claim 1].

22.   (currently amended) A computing system for training a trainee to classify music, comprising:

[a computing device including:]

a display for rendering definitional classification information to the trainee to educate the trainee as to the nature of [at least one] a plurality of fundamental music [property] properties associated with musical compositions; and

audio rendering means for rendering at least one of a song segment and song to said trainee, said at least one of a song segment and song serving as at least one example of [said] at least one fundamental property of said plurality of fundamental music properties associated with musical compositions;

means for receiving from a trainee classification data for classifying said at least one of a song segment and song rendered by said audio rendering means [a training song];

means for analyzing said classification data; and

means for determining whether said trainee is qualified to enter classification data for said at least one fundamental music property of said plurality of fundamental music properties associated with musical compositions.

23.   (currently amended) The computing system for training according to claim 22, wherein said means for analyzing includes means for comparing said classification data to known classification data for said at least one of a song segment and song [training song].

24.   (currently amended) The computing system for training according to claim 23, wherein said means for comparing includes means for performing statistical analysis on said

classification data from the trainee and said known classification data [at least one trainee-assigned values and said at least one expert-assigned values].

25.   (currently amended) The computing system for training according to claim 24, wherein said means for comparing includes means for calculating correlations between the classification data from the trainee and said known classification data [at least one trainee-assigned values and said at least one expert-assigned values].

26.   (original) The computing system for training according to claim 22, wherein said definitional information includes definitional information about rhythm, zing and mood.

27.   (original) The computing system according to claim 26, wherein said definitional information for rhythm comprises definitional information for tempo, a time signature, rhythm description, rhythm type and rhythmic activity.

28.   (original) The computing system according to claim 26, wherein said definitional information for zing comprises definitional information for consonance, density, melodic movement and weight.

29.   (original) The computing system according to claim 26, wherein said definitional information for mood comprises definitional information for emotional intensity, mood and mood description.

30.   (currently amended) A method for training a trainee via a computing device to analyze music in order to recognize and assess the fundamental musical properties thereof, the method comprising:

[[a.]] providing a trainee with a list of fundamental musical properties grouped into three main areas: rhythm, zing and mood;

[[b.]] providing the trainee with written definitions for the three main areas: rhythm, zing and mood;

[[c.]] selecting <u>via the computing device</u> one of the three main areas: rhythm, zing and mood;

[[d.]] <u>displaying to</u> [providing] the trainee [[with]] a list of song examples organized by classification level;

[[e.]] playing <u>via the computing device</u> to the trainee the song examples one-by-one, progressing through each classification level;

[[f.]] repeating the <u>selecting, displaying and playing</u> [preceding steps c, d and e] for the remaining two of the three main areas: rhythm, zing and mood;

[[g.]] playing <u>via the computing device</u> songs to the trainee and a previously trained listener;

[[h.]] <u>receiving codes assigned to the songs by</u> [permitting] the trainee and the previously trained listener [to code the songs] according to the three main areas: rhythm, zing and mood <u>and</u> [;i. permitting the trainee and the previously trained listener to code the songs] according to [[the]] classification level; [[and]]

[[j.]] comparing the <u>codes assigned</u> [results of said receiving produced] by the trainee with the <u>codes assigned</u> [results produced] by the trained listener<u>; and</u>

<u>determining based on said comparing which, if any, of said three main areas said trainee is qualified to assign codes for new media entities.</u>